

Pets.ini

Example pets.ini with break downs on what each section is for / how to config.
By John from Eosource Forums.

AntiSpawnIDs = 47,48,49 (Maps that pets will auto despawn on and cannot be spawned on)
MaxInventoryItems = 50 (The max amount of item stacks a pet will store in their inventory)
HealLevelRequirement = 5 (The minimum level required for pets to heal you)
HealRebornRequirement = 0 (The minimum rebirth level required for pets to heal you)
RebirthLevel = 200 (The level pets can reborn via command)

PotionAmount = 2 (The amount of pet foods you have)

1.PotionID = 150 (The item id for the food id 1)
1.HPAmount = 75 (The HP amount gained for food id 1)
1.TPAmount = 75 (The TP amount gained for food id 1)

2.PotionID = 267
2.HPAmount = 250
2.TPAmount = 250

RevivalPotion = 151 (The item id for the pet revival potion)
PetInventoryItemID = 152 (The item id for the pet inventory item)

PetAmount = 2 (The amount of pets you have)

Super Turtle

1.NpcID = 49 (The npc id for pet id 1)
1.ItemID = 147 (The item id for pet spawn/despawn item 1)
49.BaseMaxTP = 20 (The amount of TP pet 1 starts with)
49.TPPerLevel = 5 (The amount of TP pet 1 gains per level)
49.MinDmgPerLevel = 1 (The minimum amount of damage pet 1 gains per level)
49.MaxDmgPerLevel = 2 (The maximum amount of damage pet 1 gains per level)
49.CastSpell = 9 (The damage type spell in spells pub pet 1 will cast *can be aoe type*)
49.HealAmount = 10 (The amount per level pet 1 will add to its healing spell)
49.AllowTalking = yes (pet 1 can talk?)
49.AllowMelee = yes (pet 1 can melee attack?)
49.AllowSpells = yes (pet 1 can cast spells?)
49.AllowHealing = yes (pet 1 can cast healing?)
49.AllowPickingUpDrops = yes (pet 1 will pick up drops?)

Crystal

2.NpcID = 165
2.ItemID = 285
165.BaseMaxTP = 20
165.TPPerLevel = 5
165.MinDmgPerLevel = 1
165.MaxDmgPerLevel = 2
165.CastSpell = 9
165.HealAmount = 10
165.AllowTalking = yes
165.AllowMelee = yes
165.AllowSpells = yes
165.AllowHealing = yes
165.AllowPickingUpDrops = yes